





Html is not case sensitive

Hyper Text Markup Language

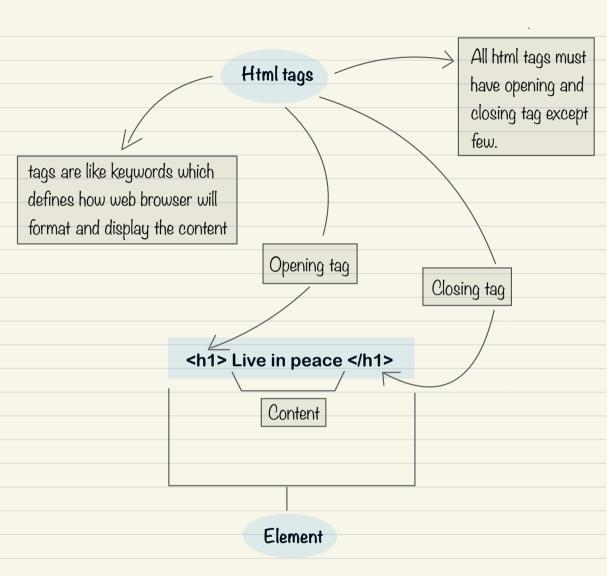
HyperText refers to links that connect web pages to one another

It uses "markups"
to annotate content
for display in browser

Html is a skeleton

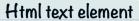
of a web page

Html is not a programming language. It is a markup language



Note: Some HTML elements have no content (like the
br> element). These elements are called empty elements. Empty elements do not have an end tag!

Note: to comment in html use this: <!-- Content -->



Block elements

Inline elements

A block level element always starts on a new line and the browser automatically add some space before and after the element

A block level element always takes up full width available i.e. stretches out to the left and right as far as it can

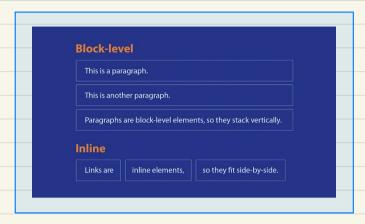
An inline element does not start on a new line

An inline element only takes up as much width as necessary

Example: , <a>

Example: <div>, , <hl>

Note: An inline element cannot contain a block level element





<hl> heading I </hl>

<h2> heading 2 </h2>

<h3> heading 3 </h3>

<h4> heading 4 </h4>

<h5> heading 5 </h5>

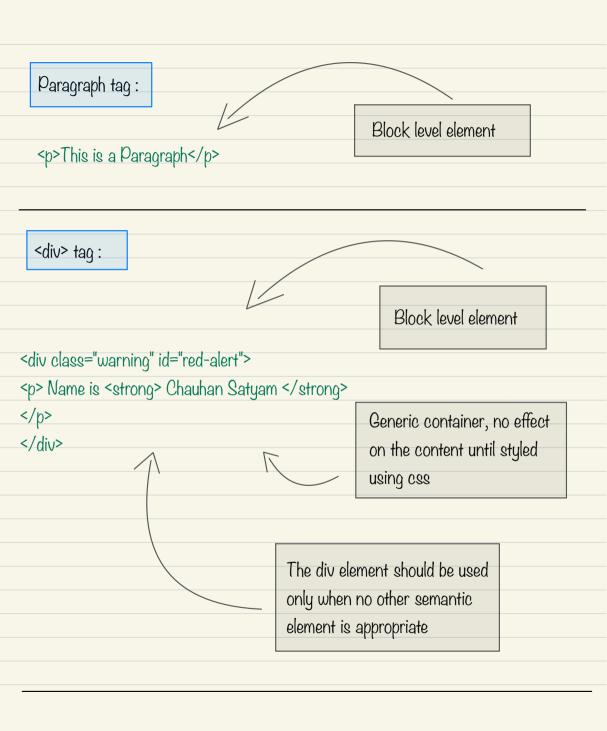
<h6> heading 6 </h6>

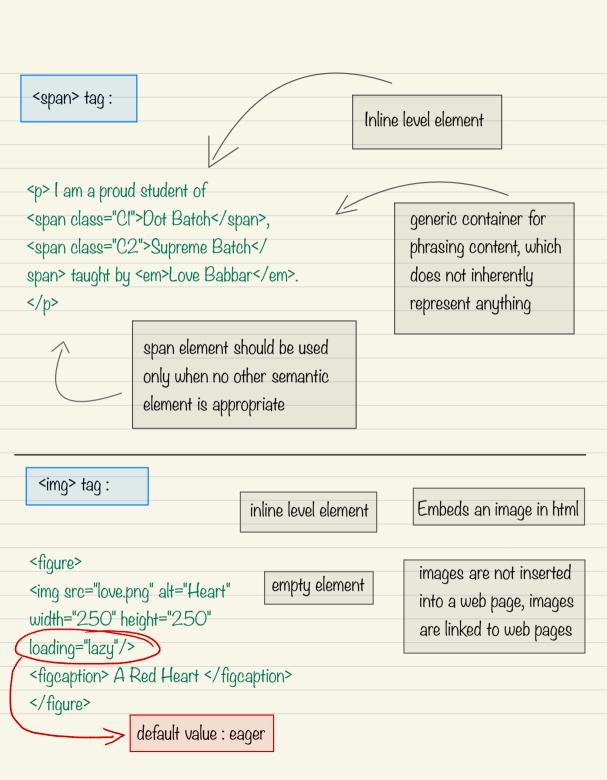
Block level element

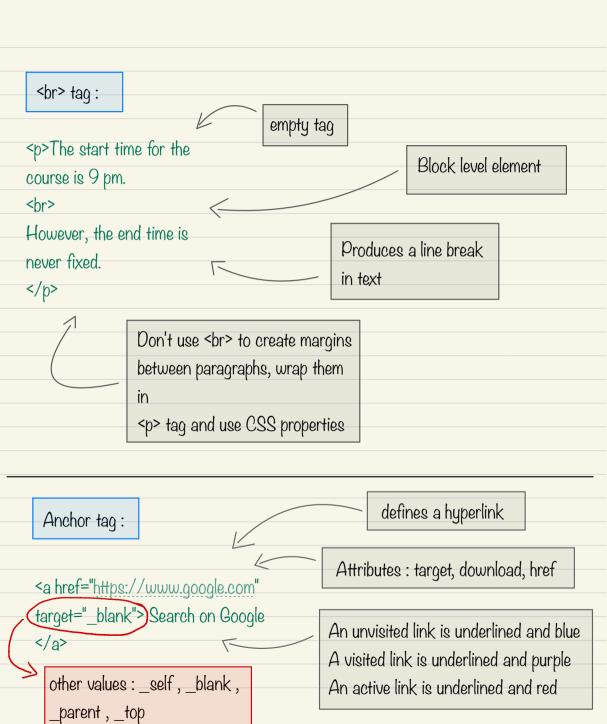
We can have total hil to h6 header elements, hil being the biggest and h6 being the smallest

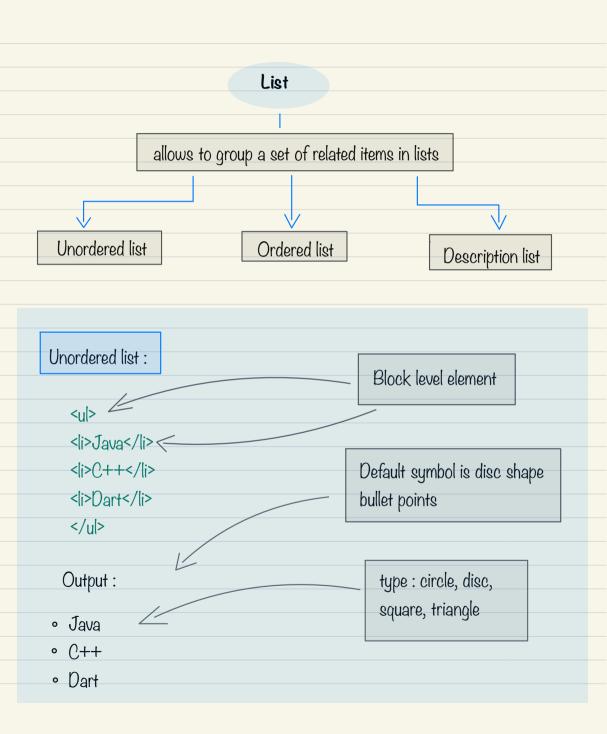
<header> cannot be
placed within another
<header> element

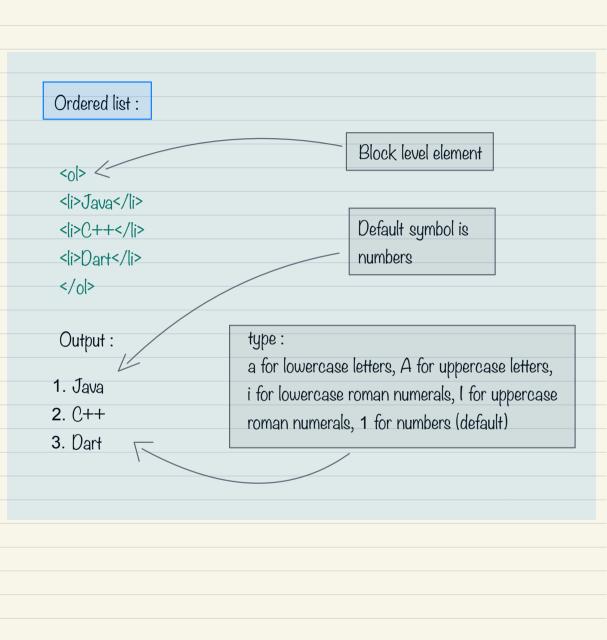
Note: Browsers automatically add some white space (a margin) before and after a heading.

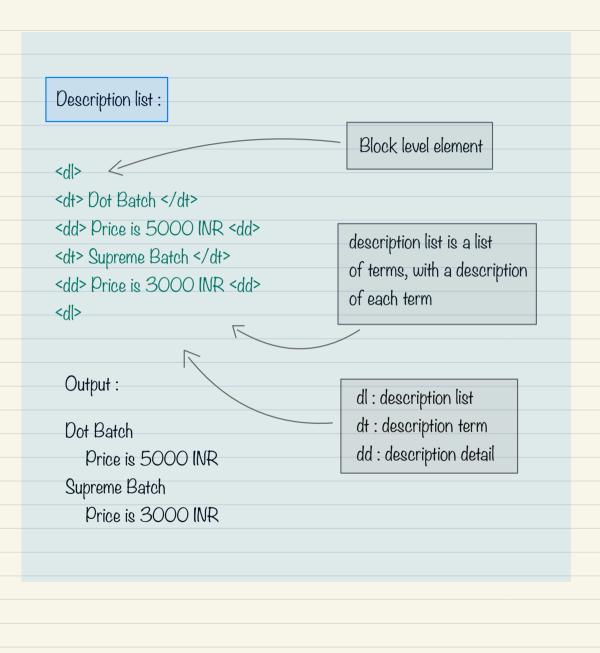












Understanding the boiler plate code of html5

Describes the type of doc: Describes meta html version to our browser information about the site <!DOCTYPE html> <html lang="en"> <head> <title>Hello, world!</title> <meta charset="UTF-8" /> <meta name="viewport"</pre> content="width=device-width,initialscale=1" /> <meta name="description" content="" /> </head> <body> <h1>Hello, world!</h1> Contains all the data rendered by the browser </body> </html> html tag: the root element

Note: Validate html code on https://validator.w3.org

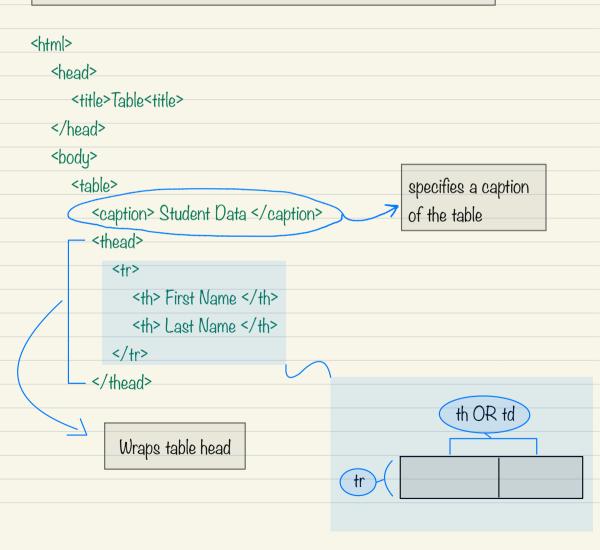
The <head> is responsible for:

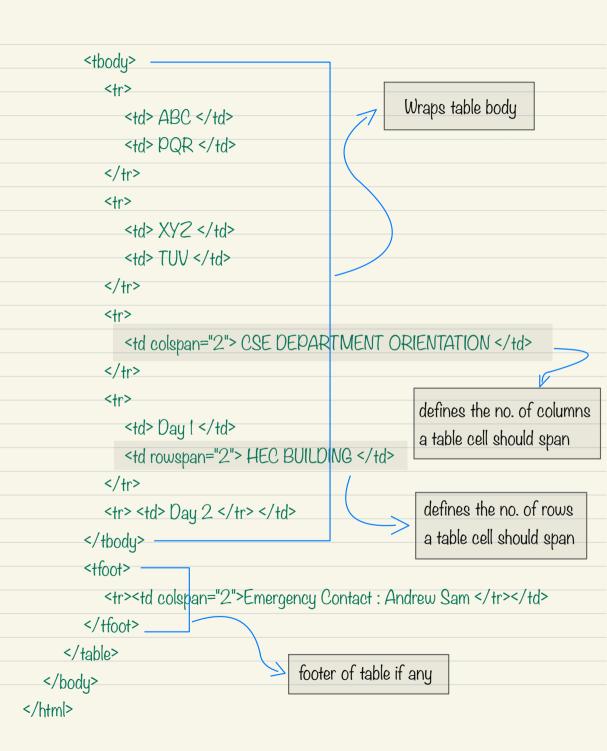
- 1. the document's title <title>About Me</title>
- 2. associated CSS files, fevicons, etc link rel="stylesheet" type="text/css" href="style.css"
- 3. associated JavaScript files
- <script src="animations.js"></script>
- 4. the CHARSET being used (text encoding)

 <meta chat set="UTF-8">
- 5. Keywords, Descriptions (useful for SEO)
 - <meta name="description" content="This pages describes about the founder of this company REDO and the investor holdings"</p>

Tables in html

A table is a structured set of data made up of rows and columns.





Note: for table border, it is advised to achieve it using CSS

```
Therefore, for style use this piece of code inside < head> tag :

<style>
    table,
    td,
    th {
        border: lpx solid;
        border-collapse: collapse;
    }

</style>
```

Output:

Student Data

First Name	Second Name
ABC	PQR
XYZ	TUV
CSE DEPARTMENT ORIENTATION	
Day I	HEC BUILDING
Day 2	FILO DOILDING
Emergency Contact : Andrew Sam	

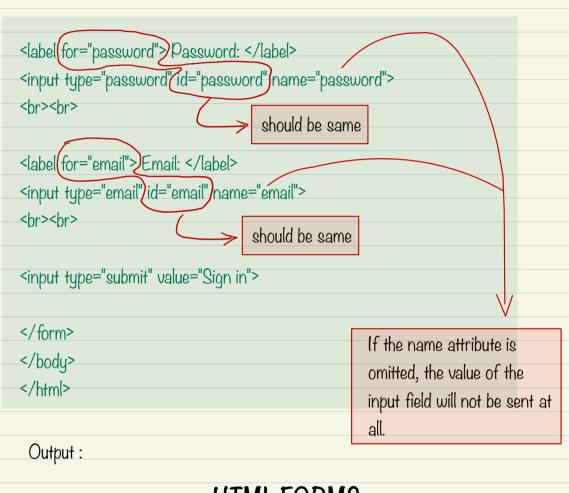
Form in html

An html form is used to collect user input. The user input is often sent to server for processing.



Form: input tag, label tag, action attribute, method attribute, name attribute:

<html> <head> <title> HTML FORMS </title> </head> The action attribute defines <body> the action to be performed <hI> HTML FORMS </hI> when the form is submitted. <form(action="<script file url>")method='POST'> If the action attribute is omitted, the action is set <a>label for=\username">Username: label> to the current page. <input type="text"/id="username"/name="username"> <hr><hr> should be same



HTML FORMS

Username:	
Password:	
Email:	
0::-	



placeholder attribute, required attribute:

- placeholder attribute specifies a short hint or some text in the input field

Username: your username here

- required attribute is a boolean attribute when present, it specifies that an input field must be filled out before submitting

Password:

Please fill out this field.

Example:

<label for="username"> Username </label>
<input type="text" id="username" placeholder="your username here" required>

</pr>



Radio Button in Forms:

label ensures that even if we don't click specifically on radio button but on text, then also it will get selected.

The **name** attribute here makes sure that this radio button when clicked acts as follows: when one option is clicked other can't be selected; that is only one out of three, not more than one

```
Select your gender 
<label for="male"> Male </label>
<input type="radio" (name="gender") id="male" value="Male"> <br>
<label for="female"> Female </label>
<input type="radio" (name="gender") id="female" value="Female"> <br>
<label for="other"> Other </label>
<input type="radio" (name="gender") id="other" value="Other"> <br/>
<input type="radio" (name="gender") id="other" value="Other"> </input type="radio" (name="gender") id="other" value="other" (name="gender") id="other" (name="gender") id="other"
```

Output :				
	Select you	ur aandar		
	Select you	ır gendei		
	Male			
	Female			
	remale			
	Other	\bigcirc		
Checkbox:			id needs to b	ne different
			in case of cl	
Come coling "control C	I \s\ \s			\wedge
<pre><form <="" action="<script file" pre=""></form></pre>	ie uri> >			
<input <="" th="" type="checkbox"/> <th>uoluo="mo</th> <th>the" name="outliget!"/ic</th> <th>1="IOI"></th> <th>\wedge</th>	uoluo="mo	the" name="outliget!"/ic	1="IOI">	\wedge
 Maths				
idperior to retains	/ Idbel	DI		
<input <="" th="" type="checkbox"/> <th>value="bhi</th> <th>usics" name="subiect2</th> <th>"(id="102">)</th> <th>/</th>	value="bhi	usics" name="subiect2	"(id="102">)	/
 Physical Control of the control of t				
- The state of the				
<input th="" type="submit" val<=""/> <th>ue="Subm</th> <th>it"></th> <th></th> <th></th>	ue="Subm	it">		

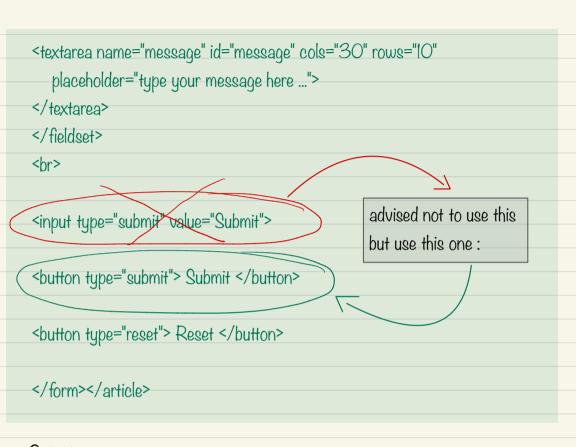
Output : Maths Dhysics Submit	
<pre>carticle><form></form></pre>	7
<pre><datalist id="coffee-list"> <option value="coffee"> <option value="americano"> <option value="other"> </option></option></option></datalist></pre>	

```
</form></article>
```

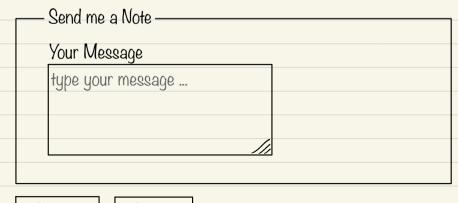
OR

```
<article><form>
>
<a href="coffee"> Favourite Coffee :</label>
<select name="coffee" id="coffee">
<option value="coffee"> Coffee </option>
<option value="espresso"> Espresso </option>
<option value="americano"> Americano </option>
<option value="other"> Coffee </option>
</90/90/>
</form></article>
```





Output:



Submit

Reset



formaction attribute and formmethod in <button> tag:

Used when we need two submit buttons in one form only

```
<form action="/action_page.php" method="GET">
    <label for="fname">First name:</label>
    <input type="text" id="fname" name="fname"><br>
    <label for="lname">Last name:</label>
    <input type="text" id="lname" name="lname"><br>
    <button type="submit">Submit</button>
    <button type="submit" formaction="/action_page2.php"
    formmethod="POST">Submit to another page</button>
```

formmethod attribute:

</form>

The formmethod attribute specifies which HTTP method to use when sending the form-data. This attribute overrides the form's method attribute. The formmethod attribute is only used for buttons with type="submit". The form-data can be sent as URL variables (with method="get") or as HTTP post (with method="post").

formaction attribute:

The formaction attribute specifies where to send the form-data when a form is submitted. This attribute overrides the form's <u>action</u> attribute. The formaction attribute is only used for buttons with type="submit".

Note:

Notes on the "get" method:

- · it appends the form-data to the URL in name/value pairs
- · it is useful for form submissions where a user want to bookmark the result
- There is a limit to how much data you can place in a URL (varies between browsers), therefore, you cannot be sure that all of the form-data will be correctly transferred
- Never use the "get" method to pass sensitive information! (password or other sensitive information will be visible in the browser's address bar)

Notes on the "post" method:

- · it sends the form-data as an HTTP post transaction
- · Form submissions with the "post" method cannot be bookmarked
- · it is more robust and secure than "get"
- · it does not have size limitations

Example of FORM:

```
<html>
<head>
<title>HTML FORM </title>
</head>
<body>
<main>
<article id="contact">
<h2> Contact Me </h2>
 I'd really like to hear from you! 
<form action="https://httpbin.org/get" method="GET" >
<fioldgot>
<legend> Personal Info </legend>
>
<label for="firstname" > First Name : </label>
<input type="text" name="firstname" id="firstname" placeholder="Jane"
autocomplete="ON" required autofocus>
```

```
>
<a href="password" > Password : </abel>
<input type="password" name="password" id="password" placeholder="your secret
password" required >
>
<label for="phone" > Phone : </label>
<input type="tel" name="phone" id="phone" pattern="[0-9]{3}-[0-9]{3}-[0-9]{4}"
required >
>
<a href="decade" > Favourite Decade: </label>
<input type="number" name="decade" id="decade" min="1950" max="2020"
step="10" value="1980" >
</fieldset>
</form>
</article>
</main>
</body>
</html>
```

Output:

Personal Info
1 orgoniqui inio
Contact Me
I'd really like to hear from you !
First Name : Jane
Password: your secret password
Phone :
Favourite Decade : 1980 😝
1,4704.110 2,004.40 1

HTML Entities:

An html entity is a piece of text ("string") that begins with an ampersand (&) and ends with a semicolon (;). Entities are frequently used to display reserved characters (which would otherwise be interpreted as HTML code) and invisible characters (like non-breaking spaces). We can also use them in place of other characters that are difficult to type with a standard keyboard.

Result	Description	Entity Name	Entity Number
<	Less than	<	Ŏ;
>	greater than	>	& #62;
	non breaking space		O;
&	ampersand	&	&
11	double quotation mark	"	"
ı	single quotation mark	'	'
\$	Dollar sign	\$	& #36;
£	Pound sign	£	&#I63;
€	Euro sign	€	€
C	copyright	©	&#I69;</td></tr><tr><td>TM</td><td>trademark</td><td>&trade</td><td>&#8482;</td></tr><tr><td>R</td><td>registered trademark</td><td>®</td><td>&#I74;</td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr></tbody></table>

ensures proper indexing by search engines Semantic Tags: Semantic Elements means elements with a meaning helps in appropriate improving code readability for developers screen rendering Example: <section> 2. <article> 3. <aside> 4. <details> 5. <figcaption> 6. <figure> 7. <footer> 8. <header> 9. <main> 10. <mark> 11. <nav> 12. <summary> 13. <time>



Note: A favicon is a small image, so it should be a simple image with high contrast.

HTML Responsive Web Design:

Responsive web design is about creating web pages that look good on all devices! A responsive web design will automatically adjust for different screen sizes and viewports.

Responsive Web Design is about using HTML and CSS to automatically resize, hide, shrink, or enlarge, a website, to make it look good on all devices (desktops, tablets, and phones)

1. Setting The Viewport:

<meta name="viewport" content="width=device-width, initial-scale=1.0">

This will set the viewport of your page, which will give the browser instructions on how to control the page's dimensions and scaling.

2. Responsive Images:

Use responsive images that scale nicely to fit any browser size.

Using the width Property:

If the CSS width property is set to

IOO%, the image will be responsive and scale up and down

<imq src="imq_girl.jpg" style="width:100%;">

BUT

the image can be scaled up to be larger than its original size. A better solution, in many cases, will be to use the max-width property instead. If the max-width property is set to 100%, the image will scale down if it has to, but never scale up to be larger than its original size

3. Show Different Images Depending on Browser Width:

The HTML <picture> element allows you to define different images for different browser window sizes.

```
<picture>
     <source srcset="img_smallflower.jpg" media="(max-width: 600px)">
          <source srcset="img_flowers.jpg" media="(max-width: 1500px)">
          <source srcset="flowers.jpg">
          <img src="img_smallflower.jpg" alt="Flowers">
          </picture>
```

4. Responsive Text Size:

The text size can be set with a "vw" unit, which means the "viewport width". That way the text size will follow the size of the browser window

<hl style="font-size:10vw">Hello World</hl>

5. Media Queries:

In addition to resize text and images, it is also common to use media queries in responsive web pages.

With media queries you can define completely different styles for different browser sizes.

```
<style>
.left, .right {
 float: left;
 width: 20%; /* The width is 20%, by default */
.main {
 float: left;
 width: 60%; /* The width is 60%, by default */
/* Use a media query to add a breakpoint at 800px: */
@media screen and (max-width: 800px) {
 .left, .main, .right {
  width: 100%; /* The width is 100%, when the viewport is 800px or smaller */
</style>
```

HTML CHEATSHEET

```
1. <html lang="en"></html>
2 <!DOCTYPE html>
3. <head>
     <meta charset="UTF-8">
     <meta name="author" content="Satyam Kumar">
     <meta name="description" content="This is html cheatsheet">
     <title> My First html cheatsheet </title>
     k rel="icon" href="something.png" type="image/x-icon">
     <style> ~~~~~</style>
     k rel="stylesheet" href="<css file relative location>" type="text/css">
  </head>
4. <body></body>
5 <title></title>
6. <hl></hl>
7. 
8. <hr>
9. <em></em> OR <i></i>
10. <strong ></strong OR <bold></bold>
11. <abbr title="~~~~"> </abbr>
```

```
12. <address></address>
13 <0|></0|>
14 <|i></|i>
15 
16. <dl></dl> (description list)
17. <dt></dt> (description term)
18. <dd></dd> (description detail)
19. <a href="~~~~" target="_blank" download></a>
20. <section></section>
21. <nav aria-label="primary-navigation"></nav>
22. <img src="----" alt="----" loading="lazy">
23. <figure></figure>
24. <figcaption></figcaption>
25. <main></main>
26. <header></header>
27 <footer></footer>
28. <aside></aside>
29. <mark></mark>
30. <time datetime="~~~("08:00" OR "PT3H")~~~></time>
31. <div class="~~~~" id="~~~~~"></div>
32. <span></span>
33.
```

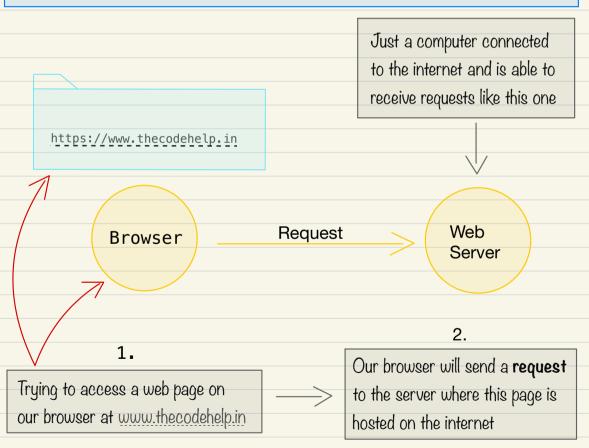
```
34. 
35. 
36 
37. <caption></caption>
38. <thead></thead>
39. <tfoot></tfoot>
40. 
41. <form action="~~~~" method="GET/POST">
    <a href=""><label for=""></a>
                                        search, tel, number, password, text,
                                        radio, checkbox, range, button, color,
    <input type="~~~~
                                        date, datetime-local, email, file, image,
     name="~~~~
                                        reset, submit, url, hidden
     id="~~~~
     placeholder="~~~~"
                                       this is the value that will go to server
     autocomplete="ON/OFF"
     required autofocus pattern="~~~~"
     min="----" max="----" step="---" value="----">
   </form>
```

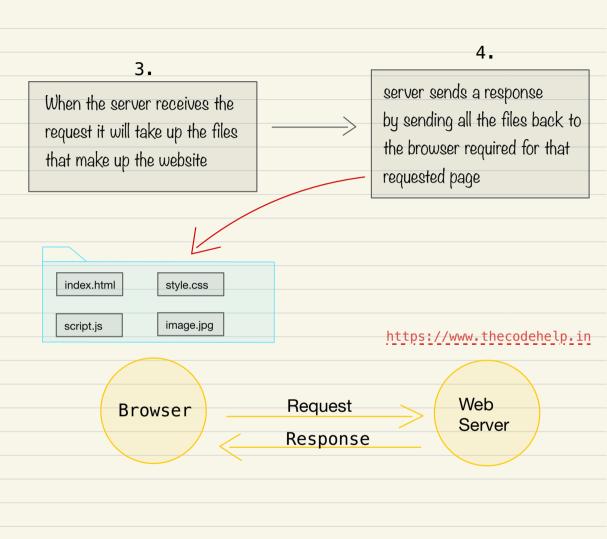
42 <fieldset></fieldset> 43. <legend></legend> 44 <hr> ---> line break 45. <details></details> 46. < summary > / summary > -47. <mark></mark> ---> highlighter 48. <u></u> ---> underline tag 49. ---> superscript 50. ---> subscript 51. ---> strike through 52. <small></small> ---> smaller than other text 53. <blockquote cite="<url>"> ~~~~</blockquote> ---> quotation element 54. <cite> ---> citation element 55. <textarea name="~~~" id="~~~" cols="~~~" rows="~~~"></textarea> 56. <button type="submit" formaction="~~~" formmethod="~~~"></button> 57. ---> any text within this tag will be displayed as it is with as much space as it is 58. <bdo dir="rtl"> This line will be written from right to left </bdo> 59. <map></map> AND <area> tag and usemap attribute on tag 60. <picture></picture> AND <source> tag ---> always specify an element as the last child element of <picture> element in case of any browser does not support <picture> or <source> tag

61. <code></code> 62. <kbd></kbd> ---> keyboard input 63. <samp></samp> ---> sample output from computer program 64. <var></var> ---> variable in programming

Static Website & Dynamic Website

Static Website: Whenever the files that make up a website are simply stored on the web server and are then sent to the browser as they are without any transformations, we then say we have a static website.







Dynamic Website:

a dynamic website is completely different from a static website because there is a lot of content changing all the time.

Thus, dynamic websites need a whole application running on the server side and also need a big database that contains all the contents that is being displayed on the website.

And to write applications that are actually executed on web servers, we use backend languages like Node.js. These languages take data out of database and assemble that data into final files that will then be sent to the browser as the response. In static website, the files are already done but in dynamic they first need to be generated.

And this whole process is back-end development.

